

Simulars

A Virtual Reality Platform for Children with Autism Spectrum Disorder

Characteristics of children with Autism Spectrum Disorder (ASD)

- ★ Children with ASD tend to struggle with social skills, communication patterns and daily tasks
- ★ Many are highly sensitive to external stimuli such as lights, noise and textures
- ★ They are known for their “black & white” thinking styles

Challenges of ASD therapy

- ★ In order for a child with ASD to acquire various skills, there is a need for repeated exposure to dynamic situations that resemble real-life, doing so in a safe and nurturing setting, conditions that normally contradict.
- ★ Therapy is highly reliant on subjective questionnaires and assessments
- ★ Creating the program and stimuli that fit the unique needs and capabilities of each child is time consuming and capital intensive

The Simulars solution

Simulars leverages Virtual Reality technology to support children with ASD, helping them acquire crucial skills in a fun and safe environment. The VR platform is coupled with a mobile application for a smartphone, tablet, or pc, providing caregivers with full control over the training session, even in a remote session setting. The session is fully dynamic and stimuli levels can be controlled by the caregiver. The platform gathers and analyses behavioral, physiological, and feedback provided by the caregiver. By leveraging data, every child can receive a personalized training curriculum that fits his or her needs.

Benefits of using Simulars



Expand your tool box

Scenarios that can't be replicated indoors can be practiced using VR



Gain crucial insights

Behavioral indicators and physiological measurements enhance moderator assessments



Digitize progress tracking

Learning curves, IEP goal tracking and professional assessments become digital



Enhance therapeutic alliance

Develop a strong relationship with the learner using engaging virtual characters



Conduct Remote Therapy

Sessions can be managed at any place & at any time



Engage the whole class

Manage group sessions in a virtual world

Target Market

Simulars's market comprises private schools for special needs, public schools, and care centers that practice ABA, occupational and speech therapy.

The Simulars Platform

- ★ Has been experienced with +100 children between the ages of 4-16 and in all functioning levels.
- ★ Is piloted at four schools for special education across Israel.

The Team

Omer Hadar - Co-Founder & CEO - 5 years of experience as a Unity developer, developing games and VR experiences. B.A.s in Entrepreneurship and Business administration. Served as technical team-lead at several gaming startups.

Ido Orenshtein - Co-Founder & CTO - Former officer at 8200 Unit. 7 years of experience as a Unity developer and founder of Nokoobt, a game development studio that has done projects with companies such as; Compedia, Adshir, Intellitech, and Fove. Founded several startup companies.

Sean Cohen - Co-founder & COO - Former data analyst at 8200 Unit. B.A.s in Psychology and Business administration. Experienced in the startup ecosystem, managing business development endeavors, as well as technical teams.

Advisors

Ofer Golan PhD - Clinical psychologist, an associate professor and the head of the Autism Research Lab at Bar-Ilan University.

Doron Friedman PhD - Head of the “Advanced Reality Lab” at the Interdisciplinary Center and a leading researcher in the field of Virtual Reality's place in the world of behavioral psychology.